



Harvard-Radcliffe Kendo Club

Harvard University · 4 University Hall · Cambridge · Massachusetts 02138
kendo@hcs.harvard.edu · <http://www.hcs.harvard.edu/~kendo/>

Official Rules and Regulations for the Annual Harvard-Radcliffe Shoryuhai Invitational Intercollegiate Kendo Tournament

The Harvard-Radcliffe Kendo Club (HRKC) welcomes to the Shoryuhai individual kendo players and kendo organizations of all levels of skill, regardless of race, creed, and gender, provided that they are and agree to be in full compliance with the rules and regulations set forth below.

Shoryuhai Qualifications

Article 1 All individuals participating in the Shoryuhai must have a current affiliation with a fully accredited North American college or university. Participation by coaches or instructors of collegiate kendo organizations is not allowed. Alumni are not eligible to compete.

Article 2 All individuals participating in the undergraduate team competition must be enrolled FULL-TIME in an undergraduate degree program at a fully accredited North American college or university. Part-time undergraduate students, advanced degree students, alumni, faculty, staff or any other college/university affiliate or non-affiliate ARE NOT ALLOWED TO COMPETE in the undergraduate team competition. There are no exceptions.

Article 3 Teams participating in the undergraduate competition may consist of at least three (3) and no more than five (5) registered competitors from the same undergraduate institution. Teams with fewer than five registered competitors are not allowed to have members compete in more than one match, and shall forfeit all matches for which they do not have a registered competitor. Teams of 3 and 4 competitors MUST leave the jiho spot open. The taisho, sempo, and chuken positions must be filled for every team.

Article 4 At the time of registration, ALL individuals MUST be present and MUST provide all of the following before being allowed to compete:

- A. **Proof of identity and age** (acceptable forms of proof are passport, valid driver's license, birth certificate, college/university ID)
- B. **Completed Liability Waiver Form**
- C. **Payment of all fees in full.**
- D. If registering to compete in the undergraduate team competition:
 - (i.) **Proof of full-time enrollment in an undergraduate college/university**
Acceptable forms of proof are:
 - a. Valid college identification card positively stating full-time enrollment, or
 - b. Letter of attestation of full-time enrollment from the registrant's college/university Registrar, bearing the Registrar's signature)

If registering to compete in the individuals competition:

- (ii.) **Proof of current college/university affiliation**



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Acceptable form of proof is a valid college/university identification card.

ALL DOCUMENTS PROVIDED MUST BE ORIGINALS. PHOTOCOPIES, FACSIMILES, ELECTRONIC PRINTOUTS OR ANY OTHER ARTICLE THAT IS NOT AN ORIGINAL IS NOT ACCEPTABLE.

Article 5 The HRKC Executive Committee (HRKC EC) reserves the right to disqualify teams and individuals from participation in the Shoryuhai. If a team or individual is housed on Harvard University property at the time of disqualification, all matches will be halted and the disqualified team or individual must IMMEDIATELY vacate the premises at which they are housed.

Article 6 Upon registration, undergraduate teams must declare the order in which their members will compete. Once registered, the order MAY NOT BE CHANGED. Doing so will result in immediate disqualification of the entire team.

Article 7 An individual may only participate on one team.

Article 8 Colleges/universities will be allowed to register a maximum of two (2) teams without any restrictions. Any college/university wishing to register more than two teams, please refer to Supplement 3.

Article 9 All members of a team should be from the same college/university. Any team that is mixed of more than one college/university, please see Supplement 4 for guidelines. Note: Mixed teams will NOT be allowed to advance to the quarterfinals and beyond in the undergraduate team competition.

Article 10 The first, second and third place teams of the undergraduate team competition will be determined as follows:

Teams will be divided into brackets based on their members' cumulative ranks and shall initially compete with other teams in that bracket.

Each team's total number of team matches won from the preliminary rounds will be tallied, and the top two teams from each bracket will advance to the quarterfinals.

If there is a tie in the total number of team match wins, the total number of individual matches won will be tallied.

If that number results in a tie, the total number of individual points scored will be used to decide entrance to the quarterfinals. If, in the unlikely case that all three of the mentioned totals are equal for more than one team, ties for entering the quarterfinals will be broken by a match between team-selected representatives.



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In the quarterfinals, the top team from each bracket will fight the lower team in another bracket.

The teams that continue on to semifinals will be the teams that won their quarterfinals. The teams that continue on to the final match will be the teams that won their semifinal round. If there is a tie, a system identical to the one used to break ties in the preliminary brackets will be used.

The winner of the final round, the first place team, will be determined in the same way, counting the number of victories in individual matches. The losing team in the final round will receive second place, while both losing teams from the semifinals will be acknowledged as third place teams.

Article 11 For the individual competition, players will be ranked based upon the following criteria, in order:

- a. If the individual finished among the top three in the previous year's competition
- b. The rank of the individual.

Article 12 The first, second, and third place finishers for the individual competition will be determined as follows:

Players will be ranked and separated into two 32-player brackets.

Should any bracket contain a total number (N) greater than 32 individuals, then $(N-32) \times 2$ players will be randomly drawn beginning from lowest rank and each assigned to play a preliminary single-elimination match. The number of players in the bracket will thereby be brought to 32.

Should any bracket have less than 32 individuals, then the highest ranked (dan-holding) individuals will receive a BYE in the first round. All considerations will be made to keep individuals from playing people of their own University in the early rounds if possible.

The semi-final matches will consist of the top two players of each bracket. The winners of each bracket will play each other in the final match.

Article 13 Tournament matches are conducted in accordance with the rules and regulations governing kendo matches and refereeing set forth by the International Kendo Federation, with the following exceptions:

Tsuki (a thrust to the throat) will not be scored as a legal point.
Preliminary Team Matches shall be 2 minutes in length

Article 14 All rulings and decisions made by tournament judges or by the HRKC Executive Committee are final and may not be disputed.



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Shoryuhai Shiai Regulations

Chapter 1 - Shiai definitions

Article 1 A kendo match (*shiai*) is herein defined as a contest between two contestants for *yuko datotsu* using kendo equipment and conducted in an area as stipulated in accordance with the Regulations of Kendo shiai and Refereeing as herein set forth.

Chapter 2 - Match Area

Article 2 The match (court) area shall have the following specifications:

- a. A match area shall be a square or rectangle of 6 to 10 meters on each side, the width of the line tape inclusive. This length may be adjusted to the available playing area and number of courts.
- b. The center of the court shall be marked with an "X" made of two pieces of white tape, 30 centimeters in length each.
- c. An extra area shall be provided outside a court when next to another court. The area should be at least 1 meter wide from the boundary line.
- d. The boundary lines shall be made with white tape, 5 to 10 centimeters wide.

Chapter 3 - Equipment

Article 3 *Shinai* shall be made of four split pieces of bamboo or a synthetic material than can substitute bamboo. The shinai shall not include any other articles than the *shin* which is stuffed inside the point cover or the *chigiri* that is added inside the end of hilt.

Article 4 Table 1 establishes *shinai* weight and length.

Table 1: *Shinai* weight and length

SPECIFICATION	USER	COLLEGE – ADULT
Shinai Length	Male/Female	120 cm MAX
Shinai Weight	Male	500 g min
	Female	420 g min

The length refers to the total length including accessories, and the weight to the total weight of the *shinai*, including all accessories excluding the *tsuba*.

Article 5 The *tsuba* is round in shape and made of leather or a synthetic material. It shall not exceed 8cm in diameter and be fixed at the specific position on the *shinai*.



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Article 6 *Kendogu* or *bogu* (equipment) refers to the *men* (head gear), *kote* (gloves), *do* (body), *tare* (waist protector) as a set and the kendo costume consisting of the *keikogi* (jacket) and *hakama* (skirt/pants).

Article 7 *Tasuki* and *zekken*.

- a. *Tasuki*: Match players shall wear a folded ribbon, red or white, at the crossing point of the *do* laces (*himo*) on the contestant's back. *Tasuki* will be supplied by the HRKC.
- b. *Zekken*: The contestant must provide their own cloth name tag (*zekken*) and wear it on the centerpiece of the *tare*, showing the contestant's name. For the team competition, the *zekken* MUST show the college/university (or university-affiliated dojo).

Chapter 4 - Match Type/Styles

Article 8 Individual match winners shall be decided in the following manner:

- a. The individual match shall be decided by *san-bon-shobu* (three point scoring) as a rule.
- b. In *san-bon-shobu*, the contestant who scores two points within the given time shall be the winner. However, if only one competitor scores a point within the match period, they shall be declared the winner of the match.
- c. If neither player scores a point within the match period, a match extension(s) (*encho*) may be allowed until a point is scored. The person scoring the point shall be declared the winner. Or, the match may be decided by a referee's judgment (*hantei*) or by lot (*chusen*), or be declared a draw (*hikiwake*).
- d. If a match is decided by a referee's decision or by lot, the winner shall be given one point.
- e. Referee's decisions shall be based on the following overall points:
 1. *ki* (spirit)
 2. *ken* (strike)
 3. *tai* (body)
 4. *hansoku* (penalties)

Article 9 A team match shall be carried out as follows:

- a. Individual matches shall be carried out in a pre-determined order.
- b. The team match will have a majority winner.
- c. A majority winner means that in the individual matches, the team with the highest number of winners shall be declared the winner.
- d. If both teams have an equal number of winners, the team that scores the highest number of points shall be declared the winner.
- e. If the number of points happens to come to a draw, an individual from each team shall fight until a winner is declared.



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Chapter 5 - Match Start/Time outs/Finish

Article 10 The contestants shall step into the court, place themselves approximately nine steps apart and exchange *rei* (bow). Then, they shall move three steps forward, take the *sonkyo* (knee bend squat) at the same time, drawing the *shinai* with the tips about one inch apart and getting into the *kamae* (ready position). At the *hajime* (start) command from the Chief Referee they shall stand up and begin fighting.

Article 11 Any court referee can call a match “time out”. The match can only be resumed by a command from the Chief Referee.

Article 12 A match is ended upon a win (two or one points) or a draw as indicated by the Chief Referee. The contestants will stand at *kamae* on *chudan* (ready position) after the Chief Referee has halted the match. The Chief Referee will then identify the winner. The contestants will take the *sonkyo* position, replace their *shinai*, stand up, take five steps backward and bow and leave the court.

Chapter 6 - Match Time

Article 13 Standard Match Time

- a. Team Competition: The match time period for the preliminary matches is two (2) minutes after the Chief Referee has commenced the match. For quarterfinal, semifinal, and final matches a match time of three (3) minutes will be used.
- b. Individual Competition: A match time period of three (3) minutes will be observed for all matches.

Article 14 The standard extension (overtime) shall be *encho*, if necessary.

Article 15 The time required to complete the following shall not be counted as match time:

- a. The time from the moment the Chief Referee announces a valid *yuko datotsu* (point or strike) until the match is resumed.
- b. The time from the calling of a time out (suspension) until the Chief Referee resumes the match.

Chapter 7 - Datotsu (valid strikes/hits)

Article 16 The valid strike points on the body shall be the following:

- a. *Men* (head). The forehead and the left and right areas above the temple. The forehead is the cushion part of the *men* and not the metal screen. However, the screen may become a valid strike point if player throws their head back.
- b. *Kote* (wrist). The area on the forearm covered by the round patterned covering; generally on the right forearm. The left forearm can also be a valid point during *chudan-no-kamae*



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(if the left hand is forward on the *tsuka-gawa*), *jodan-no-kamae* (a *kamae* where the *shinai* is held over the head), *waki-kamae* (a *kamae* where the *shinai* is held downward by the right foot), *nito-no-kamae* (*kamae* using two *shinai*), *age-kote* (where the *kote* is held above the pit of the stomach, except when executing *datotsu*), and other *kamae* variations from *chudan*. The top of the hand is not a valid *datotsu*.

- c. *Do* (torso). The left and right sides of the *do*.
- d. *Tsuki* (throat). **TSUKI IS NOT A VALID HIT FOR THE SHORYUHAI. TSUKI MAY ALSO NOT BE USED TO SET UP AN OPPONENT FOR ANOTHER VALID STRIKE. Any *tsuki* deemed intentional by a judge or member of the HRKC-EC will result in *hansoku* (see Chapter 8).**

Article 17 *Yuko datotsu* is defined as accurate striking or thrusting made to *datotsu* spots with the *shinai* at its *datotsu-bu* edge with *kiai* (spirit and positive voice), the right posture, and *zanshin* (mental and physical alertness against the opponent's attack; positive follow through of attack and strike),

- a. One handed *datotsu* and *datotsu* in retreat, however, may be executed after a clear positive strike.
 - b. *Go-no-waza* (*datotsu* countering an opponent's *datotsu*) as a counter or parry to *tsuba-zeriai* (when both opponents establish contact with *tsuba*) must be clear and precise.
2. An accurate *datotsu* in the following instances shall be valid:
- a. When a *datotsu* is made immediately after a player loses their grip on the *shinai* or drops it.
 - b. *Datotsu* made simultaneously as when the opponent steps out of bounds.
 - c. *Datotsu* made simultaneously as when the match is signaled as ended.
3. *Datotsu* in the following cases will not be considered valid:
- a. *Auichi* (valid *datotsu* made mutually and simultaneously by both opponents).
 - b. *Datotsu* made to an opponent who is parrying his opponent effectively.

Chapter 8 - Hansoku (Match Fouls/Penalty)

Article 18 Actions made by a contestant as defined in Articles 19, 20, and 21 shall be considered foul actions.

Article 19 An insult to an opponent or referee.

Article 20 The HRKC EC reserves the right to inspect any *shinai* to make sure it complies with the regulations set forth by Chapter 3, Article 4. If a contestant knowingly uses an illegal *shinai*, the HRKC EC reserves the right to disqualify him/her.

- a. *Shinai* that comply with regulations but are broken will not and cannot result in a disqualification. However, the competitor must use a different *shinai* and cannot use that *shinai* again at any point during the competition. Failure to comply will result in immediate disqualification.

Article 21 The following actions by a contestant:



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- a. *Jogai* (stepping out of bounds during the match) except when the competitor's *yuko datotsu* is taken and then canceled. *Jogai* includes the following:
 1. Placing one foot totally outside the court line.
 2. Bracing the body with a part of the body or *shinai* outside the court line.
 3. Falling on the floor with part of the body crossing the court line.
- b. Unfair shoving or pushing an opponent out of bounds. In this case, the player pushed out of bounds shall be free from *jogai hansoku*. The determination of unfair will be decided by the *shinpan*.
- c. Losing the grip of the *shinai* and being unable to use it. No foul of *shinai-hanashi* will be made, unless the opponent makes *yuko datotsu* immediately upon the player who has lost the *shinai*.
- d. *Tsuba-zeriai* (*tsuba* to *tsuba* contact) without intention of making *datotsu*.
- e. Tripping or sweeping an opponent off their feet intentionally.
- f. The following unacceptable actions:
 1. *Tsuba-zeriai* in an unacceptable form.
 2. Intentionally pushing an opponent with the tip of the *shinai* to break *tsuba-zeriai* contact.
 3. Intentionally grabbing or holding an opponent.
 4. Grabbing an opponent's *shinai* or grabbing one's own *shinai* beyond the *tsuba*.
 5. Calling "Time" without good reason.
 6. Using unnecessary force on an opponent.
 7. When falling to the floor, falling and lying "face down" without trying to counter the opponent's moves.
 8. Intentionally wasting time.
 9. Any other acts or actions considered by the *shinpan* to hinder or impede fair competition.

Chapter 9 - Bassoku (Penalty)

Article 22 The competitor that commits the foul in Article 19 shall lose the match and leave the court. The opponent will be given two points. If the player committing the foul has scored up to this point, the points shall be forfeited completely.

Article 23 The player that commits a foul in Article 20 will receive the following penalties:

- a. In the case of an individual match, the player committing the foul shall lose the match by giving two points to the opponent and shall have their points or score forfeited.
- b. In the case of a team match, the team belonging to the player who committed the foul shall lose the match by giving two points to each member of the opponent's team and shall forfeit all points or scores gained up to that point.
- c. If the foul is committed during a championship match, neither the individual committing the foul nor that individual's team may stay in the event after discovery of the foul or violation.



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- d. Items a and b shall not apply to matches where the player participated, prior to the discovery of the foul. Nonetheless, in the case of league matches, the player or their team shall lose all matches concerned.

Article 24 In the case of Article 21, item a, where one player steps out of bounds, followed by their opponent, only the former shall be penalized. However, when two players step out simultaneously, both shall be penalized for stepping out of bounds.

Article 25 In the case of Article 21, item d, the player committing the foul shall be given *chui* (a warning) once and shall receive a penalty at the second occurrence of the action.

Article 26 In Article 21, the person committing item d the second time shall get a penalty and the opponent shall receive one point for the violator's two penalties.

Article 27 The number of Article 21 penalties shall be cumulative during the match of any player committing this foul.

Article 28 In the case of an extension or when both players have scored one point each, when a second foul is committed by both players simultaneously, the fouls shall be offset and neither player penalized.

Chapter 10 - Injury or Accident

Article 29 Request to stop a match. A contestant may request a time-out during a match when they are unable to continue due to an accident.

Article 30 Inability to continue. In the case where a contestant cannot continue the match due to an accident, if the opponent is responsible for the accident, whether intentionally or unintentionally, that opponent shall lose the match. If the cause of the accident cannot be ascertained, the incapacitated player shall lose the match.

Article 31 The player who cannot continue a match due to an accident or requests an end to a match shall become the loser of the match.

Article 32 Time out due to an accident. The court referees shall spend no more than five (5) minutes in handling an accident. They shall decide, after conference, on continuance of the match, and may also seek counsel of a doctor to do the same.

Article 33 Reinstatement of an injured player. Where a team match is concerned, the player who sought an end to a match in accordance with Article 30 and 31 shall not be permitted to reinstate themselves in the remaining part of the match.



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Article 34 Points made during injury. The player fighting the injured competitor, in accordance with Articles 30 and 31, shall be given two (2) points. The injured player may retain one point if already given. In the case of an extension, however, the uninjured player shall be given one point only.

Chapter 11 - Igi (Protests)

Article 35 No one shall have the right to protest the referee's decisions.

Article 36 A competitor's manager may file a protest with the court judge or the chief judge against the aforementioned rule regarding a specific match BEFORE another match begins.

Chapter 12 - Shinpan (Judging)

Article 37 The *Shinpancho* (Chief Judge) is entrusted with all the needed powers to see that a match is performed in a fair and proper manner.

Article 38 *Shinpan-in* (court referees). A team of one *shu-shin* (chief referee) and two *fuku-shin* (subreferees) shall decide on *yuko-datotsu* and *hansoku*. They shall have equal rights for decisions. The chief referee shall, in coordination with the subreferees, see that a match proceeds and shall announce all court actions. The subreferees shall serve as assistants to the chief referee.

Chapter 13 - Kakari (Court Staff)

Article 39 *Tokei gakari* (Time Keeper). There shall be, in principle, one time keeper per match. The time keeper will signal the end of a match at the end of the stipulated time period.

Article 40 *Keiji Gakari* (Score Board Recorder). There shall be, in principle, one head recorder and two or more subrecorders per court who shall mark the referee's decisions on the score board correctly.

Article 41 *Kiroku gakari* (Score Recorder). There shall be, in principle, one head score recorder and two or more subrecorders per court who shall keep track of scores, points of *yuko datotsu*, match time, *hansoku*, etc.

Article 42 *Senshu gakari* (Court Announcer). There shall be, in principle, one head court announcer and two or more subannouncers per court who shall call players and inspect their equipment that matches may proceed without undue delays.

Chapter 14 - Flag & Ribbon Usage

Article 43 The specifications for the referee flags and others shall be as indicated. The handles of these flags shall be 1.5 cm in diameter.



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Article 44 *Tasuki* (Contestant's ribbon). The contestant's ribbon shall be 70 cm long and 5 cm wide, either red or white.

Shoryuhai Shinpan Regulations

Chapter 1 - Decisions: Victory/defeat.

Article 1 The victory/defeat decision of a match shall be decided by referees in accordance with the rules herein set forth.

Chapter 2 - Shinpan (Referee)

Article 2 Court referees shall consist of a Chief Judge, Court Judges (appointed when there are two courts or more) and referees. In general, a match is judged by a team of one Chief Referee and two subreferees.

Article 3 The Chief Referee shall, with the overall authority to administer a match, assign to any other judge to motion and announce, by the use of referee flags, *yuko datotsu* and *hansoku*; and motion and announce victory or draw at the end of a match.

Article 4 Subreferees shall have equal authority and responsibility to those of the Chief Referee in motioning *yuko datotsu* and *hansoku* and shall assist the Chief Referee in administering a match. A subreferee has authority to stop a match in the event of an emergency, foul, or end of time, etc.

Chapter 3 - Yuko Datotsu

Article 5 A *datotsu* shall become valid with one (1) point in scoring in the following cases:

- a. When two or three referees make the motion of *yuko datotsu*.
- b. When one referee makes a motion of *yuko datotsu* and the other two show agreement.

WITHDRAWAL OF YUKO DATOTSU CALL

Article 6 *Yuko datotsu* without *zanshin* (spirit and completeness) may, regardless of the prior announcement, be withdrawn and canceled upon referee consultation.

Chapter 4 - Major Points in Refereeing.

Article 7 Referees shall observe the following points in refereeing:

- a. The Chief Referee shall announce "*hajime* (Start)" when the two contestants are in a ready stance after taking the *sonkyo* position in *kamae*.
- b. As soon as one referee motions *yuko datotsu* or *hansoku*, the other two shall respond with their motions.



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- c. The Chief Referee shall, as soon as *yuko datotsu* is called, announce it and get the contestants back to center court.
- d. In case of a court consultation, the Chief Referee will announce *gogi* (consultation) and consult with the subreferees at center court. The contestants will stop and remain away from the center of the court.
- e. Referees shall, upon seeing a *hansoku*, stop the match, consult with one another, and announce *hansoku*. Referees may, if a *hansoku* is obvious, save *gogi* and motion it with flags.
- f. The Chief Referee shall, at a player's request, stop the match and inquire for the reason.
- g. The Chief Referee shall, after a match is stopped, bring the contestants back to center court prior to resuming play.
- h. The Chief Referee shall, in the following cases, stop the match if a contestant does not give *datotsu* immediately and bring both players to center court to resume the bout:
 1. When a player falls on the court.
 2. When a player lets go of their *shinai*.
- i. Referees shall handle *tsuba-zeriai* that is prolonged without intention of *datotsu* in the following manner:
 1. The Chief Referee shall order *wakare* (separating the competitors where they are).
 2. The Chief Referee shall immediately order *hajime* to continue. Time does not stop during this period.
 3. Repeated, prolonged, and wasteful *tsuba-zeriai* (as determined by the Chief Referee) will result in *hansoku* for one or both competitors.
- j. The Chief Referee shall handle offset or *hansoku* in the following manner:
 1. In the first instance of offset, the Chief Referee shall first announce *hansoku* to the red-ribboned player and to the white-ribboned player, in that order and then announce *sosai* (offset) while using the flag.
 2. At the second offset, the Chief Referee shall immediately announce *sosai* and indicate with the flag.
- k. Referees shall inform the Chief Referee of a *shinai* being handled with the *tsuru* (center cord) facing down at the first instance. The Chief Referee shall then stop the match, indicate to the offending player to correct their grip, and shall invalidate the violator's *datotsu* as long as the wrong grip is being used.
- l. In case of *hantei* (judge's decision without *yuko datotsu*), all the referees shall indicate their decision at the Chief Referee's command.
- m. In the case of a team match foul, the Chief Referee shall get the opponent team to line up and declare the latter's victory with a gesture of one hand.

Article 8 Flags. Referees shall use their flags in the following manner:

- a. When a referee sees a player's *datotsu* to be *yuko*, they shall raise the appropriate colored flag at a 45 degree angle and shall return to their starting position on the court, keeping the flag up, while the Chief Referee declares *yuko datotsu*. If the other two referees do not see or agree of a *yuko datotsu*, the flag shall be dropped at once and the match will continue.



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- b. Where a referee call is different from the other two judges', they shall motion by swinging crosswise the two flags they are holding downward. The crossing of the flags shall stop as soon as the other judges acknowledge the motion. The referees shall return to their original locations whenever a *yuko datotsu* call is made.
- c. When a referee changes their the mind about a call, they shall indicate it by crossing their two flags with their hands stretched downward; the red flag is placed on the white without a waving motion.
- d. When the Chief Judge announces a *yuko datotsu* they shall do so in the manner described in Item a. They shall return to their starting position, while keeping the flag raised.
- e. As soon as the Chief Referee announces *nihon me* (begin for the second point) or *shobu* (begin for the match point), the subreferees shall lower their flags.
- f. In order for a *yuko datotsu* to be withdrawn, they shall consult each other for an agreement and the Chief Referee shall indicate the withdrawal by swinging the flags crosswise in front of their knees.
- g. When a referee halts a match, they shall raise both flags straight up from wherever they are standing and return to their original starting position maintaining both flags in the air. Only after the referee has seen the contestants comply with the instruction made earlier may the referee drop the flags.
- h. When a Chief Referee begins to announce *hikiwake* (draw), they shall raise both flags, with the red flag over the white flag and lower them after the call.
- i. *Hansoku* cancellation (Shoryuhai Shiai Regulation, Chapter 9, Article 28) shall be announced by the Chief Referee, who shall swing their flags crosswise in front of their knees during the announcement.
- j. A referee shall raise two flags in their right hand straight out and announce *gogi* (consultation) when there is a need for a time out.
- k. *Gogi* may be skipped when the foul is apparent. The referee will demonstrate their decision by extending their flags straight out at a 45 degrees from the shoulder, either the red or white flag, as applicable. The referee will return to their position and lower their flag upon the Chief Referee's announcement of *hansoku*.
- l. In the case where the Chief Referee gives one point to a player because of a *hansoku* committed by the other player, the Chief Referee shall first declare with a gesture towards the violator, the total number of *hansoku* and announce the call.
- m. When a match must be called with a *hantei* (decision), all the Referees shall simultaneously raise the appropriate flag as described in Article 8, Item 1 upon the Chief Referee's declaration of the winner. In the case of *hantei*, neither *hikiwake* nor renunciation motioning may be given.
- n. In order for the Chief Referee to declare a winner, they shall raise the appropriate flag as described in Article 8, Item 1 and lower it upon completion of the announcement.

Article 9 Announcing calls and decisions. Referees shall call and announce their decisions in the following manner:

- a. Announce the beginning of the match with *hajime* (start) when the two contestants are at the ready after taking the *sonkyo* position after taking *kamae*.



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- b. Announce the resumption of a match with *hajime* when the players take the ready position standing at *kamae*
- c. Announce *yuko datotsu*, "*men-ari, kote-ari, do-ari, or tsuki-ari.*" The players remain still when the call is given. They then move back to center court.
- d. Announce the beginning of *nihon me* (start for second point) after the players have returned to their center position with *nihon me*.
- e. Announce the beginning of a *shobu* (play-off) after the players have returned to their center position with *shobu*.
- f. Announce *hantei* after the players have returned to their center position.
- g. Announce the play-off decision with *shobu-ari* after the players have returned to center court.
- h. Announce a match extension with *encho, hajime* after the players have returned to center court.
- i. Announce a single point victory with *shobu-ari* (winner by a single point) after the players have returned to center court.
- j. Announce a winner by default (opponent not present) with *shobu-ari*. The winning player will approach the center, *sonkyo*, and rise to *kamae* for the call.
- k. Announce a winner by *hantei* (decision) with *shobu-ari* after the contestants have returned to center court.
- l. Announce a winner by *chusen* (lot) with *shobu-ari* after the contestants have returned to center court.
- m. Announce a play-off match by representing players with *daishyosha-sen* (play-off by representatives). An announcement is made to the managers of each team who inform the Chief Judge of who will comprise the team.
- n. Announce a time out during a match with *yame*. Contestants return to center court where the Chief Judge will acknowledge the call. The match will resume at center court after a time out.
- o. Announce *hansoku* by identifying the *hansoku* with the number of infractions, such as *ni-kai* two times (by showing two fingers). The announcement is made after the contestants return to center court. *Hansoku* are the following:
 - 1. *Jogai* - stepping out of bounds.
 - 2. *Oshidashi* or *tsukidashi* - unfair pushing or shoving an opponent outside the court.
 - 3. *Shinai hanashi* - letting go of the *shinai*.
 - 4. *Tsuba-zeriai* - prolonging *tsuba* contact without intention of *datotsu*.
 - 5. *Ashi-kake* or *ashi-barai* - tripping or sweeping an opponent off their feet.
 - 6. *Kosei-o-gaisuru koi* (unjustifiable act) - a violation of Match Regulations. Chapter 8, Article 21, Item 6.
- p. Announce a point earned by *hansoku* with *ippon-ari* (one point). In this case the call of *hansoku* shall be made first to the violator and then to the player receiving the point.
- q. Announce a victory when a player insults an opponent or referee with *jinkaku mushi* (insult), *shobu-ari*. In this case, the former announcement will be made first to the violator and then to the player receiving the point. If the violation is severe, the *shusin, shinpacho*, and HRKC EC reserve the right to immediately disqualify the player.



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- r. Announce a victory when an illegal *shinai* is used with *shobu-ari*. The call will be made to the violator and then to the player receiving the point.
- s. Announce a stop of play requested by a player or by the judgment of a referee with *yame* (stop). The players remain where they are when the call is made.
- t. Announce *chui* to the players at *tsuba-zeriai-chui*. The referee shall point towards the violator after the contestants have returned to center court.
- u. Announce *sosai* (offset) such as *sosai* or *onajiku*, as the case may be, after the contestants have returned to center court.
- v. Announce a victory when there is a match refusal or discontinuation with *shiai kyohi-shobu-ari*, after the contestants have returned to center court.
- w. Announce an inability to fight with *shobu-ari* after the players have returned to center court.
- x. Announce a victory when a player has committed an act discontinuing the match with *fuho-koi* (unjustifiable act), *shobu-ari* after the players have returned to center court.
- y. Announce a draw with *hikiwake* (draw) after the players have returned to center court.

Chapter 5 - Handling Other Matters.

Article 10 Referees shall handle all other matters beyond those discussed in the preceding chapters in mutual consultation, subject to approval by the Court or Chief Judge.

Appendices:

1. The rules here above set forth may be totally or partially modified for the convenience of the Shoryuhai as a result of unusual size or nature.

Supplement 1: Matters to which players must pay attention

Chapter 1 – Arrival or Departure

- a. Players shall act in the following manner at the beginning and end of a match: Upon entering the court, players shall line up at their places, give *rei* to the main stand at the order of the Manager and take their seats. Likewise, prior to departure, they shall line up and give *rei* and leave the court. Their *rei* shall reflect courteous appreciation for the match participation arranged by the administration.
- b. *Rei* of players in groups (Team Match). The two competing groups shall stand in a row facing each other. At the beginning, *senpo* (the first player) and *jiho* (the second player) shall be in complete *bogu* with *men*, *kote*, and *shinai*. The last player, *taisho*, shall be the only player in *bogu* at the end.



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TEAM LINE-UP		
Taisho		Taisho
Fukusho	<9 Steps>	Fukusho
Chuken		Chuken
Jiho		Jiho
Senpo		Senpo
	0 0 0	
Sub Chief Sub		
Referees		

c. *Rei* to the Main Stand. The *rei* to the main stand shall be conducted as follows and is applicable to both team and individual matches:

1. At the beginning of the first match of the day and at the beginning and ending of the final match of a tournament (three times).

Chapter 2 - Match Points.

- d. Prior to the beginning of a match, the two contestants shall enter the court, standing nine steps apart. They shall exchange *ritsu-rei* (standing *rei*) with *sageto* (*shinai* at the left side of the body), take three steps forward, take *sonkyo* position while drawing the *shinai* and wait in *kamae* with the tips of the *shinai* close but not touching. At the Chief Referee's command of "*hajime*" they will stand and begin the match.
- e. The players shall stop promptly upon the Chief Referee's command of *yuko datotsu* or *yame*, return to the center and take *chudan-no-kamae*.
- f. A contestant shall motion to the Chief Referee when a break is needed during a match and explain the reason for the request.
- g. To resume a match after a time out, the contestants shall take *chudan-no-kamae* at center court and commence the match at the announcement of the Chief Referee.
- h. At the Chief Referee's announcement of *gogi*, the contestants will take *chudan-no-kamae* at center court, replace their *shinai*, step back to the inside court line and wait at the *sonkyo* position.
- i. Contestants will also follow the preceding (8) when they must make adjustments or correct equipment or apparel. Corrections shall be made while kneeling.
- j. At the end of a match, the contestants shall first return to center court, take *chudan-no-kamae* and receive the Chief Referee's announcement of *shobu-ari* or *hikiwake*, take *sonkyo*, replace



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the *shinai*, stand and take three to five steps backward in *taito* position (holding the *shinai* at belt level), lower the *shinai* to *sageto* and exchange a standing *rei*.

- k. When a contestant receives a call of *fusen gachi*, they shall proceed with normal starting actions until the *sonkyo* position as stated in (4) as if they were engaged in a match. At the announcement they will rise from *sonkyo*, replace the *shinai* and return to the standing position.
- l. For a *fusen gachi* announcement during a team match, the victory team shall stand in a row and receive the announcement.

Chapter 3 - Nito (two *shinai*) kamae Procedure.

- m. The contestant(s) will handle two *shinai* in the following manner:
 1. Both *daito* (long) and *shoto* (short) *shinai* are carried in the left hand.
 2. In taking *kamae*, the *shinai* being held by the left hand shall be drawn by the right hand and passed to the left hand. The second *shinai* in the left hand will be drawn for *kamae*.
 3. In replacing the two *shinai*, first the one held in the right hand will be passed to the left hand and the second one replaced to the same.
 4. The remainder of procedures is the same as for *itto* (single *shinai*).

Chapter 4 - Rei after a match.

- n. Contestants shall refrain from *rei* to the Referees or from *za-rei* to the opponent, in order to save time in a match.

Chapter 5 - Alternating Players and Referees.

- o. When players alternate in a court, they shall not engage in shaking hands or other unnecessary acts.
- p. Players shall not enter the court until the Referees take their positions.
- q. When alternating players, the latter shall not enter the court until the finished player leaves the court.

Chapter 6 - Time for *tsuba-zeriai*.

- r. Players shall not waste time locked in *tsuba-zeriai* without intention of *datotsu*. No more than 20 seconds is allowed.

Chapter 7 - Correct *tsuba-zeriai*.

- s. Contestant will establish contact with *shinai* by crossing each other's *shinai* at the left side of the *tsuba*.



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Chapter 8 – Other clothing considerations

t. *Tabi* (footwear), taping, supporters, etc. may be used on one foot only and shall be approved by either the Chief Judge or Court Judge beforehand. Rubber or leather-soled footwear shall not be used.

u. No time keeping devices shall be kept in the player's waiting area. The audience shall refrain from giving players any advice by gestures. Only encouragement is allowed.

v. Players shall wear a name tag of cloth (*zekken*) that identifies their University (dojo) and last name as stipulated in the rules of the tournament.

w. Contestants shall wear their *bogu* tightly to avoid it coming off or loose during a match, and observe the following:

1. The extra length of *men himo* (cord) over the knot shall not exceed 40 centimeters.
2. The *do himo* knot shall be tied in a bow.

Supplement 2: Matters to which referees must pay attention

Chapter 1 - Start up.

a. Signals from Chief Judge: The Chief Judge shall give the signal to start the match or matches for the day in the following manner:

1. When there is one court, the first contestant shall enter the court and take their starting positions. The Chief Judge shall rise to their feet and let the Chief Referee signal the start of the match.
2. When there is more than one court, when all the contestants have entered their respective courts, the Chief Judge shall rise to their feet and signal to begin with a whistle or horn.

Chapter 2 - Handling the Referee Flags.

b. Prior to the start.

1. The referees shall receive the referee flags from the Chief Judge beforehand. The referees shall enter the court and stand in the following locations:
2. Referees enter with the Chief Referee in the middle, from the side opposite the main stand and just inside the court line. The referees will *rei* towards the main stand.

c. Referees' Starting Positions.

1. Referees shall mutually exchange *rei*, carry the flags in their right hand and position themselves in the appropriate locations.
2. The Chief Referee's position shall be about one meter inside the court line and in the middle of the contestants.
3. Sub referees' positions shall be about one meter inside the court line near the main stand. Their two locations and that of the Chief Referee's shall make a triangle. The contestants stand in the center of the court.

d. Holding Flags. - The Chief Referee shall hold a red flag in their right hand and the white flag in their left. Subreferees shall hold their flags just the opposite. After the flags are in the correct hands, the referees shall simultaneously *rei*.



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- e. Alternating Referees. Referees shall move or alternate in the following manner:
1. Change of referee positions with the court shall be Chief Referee to their right, and each subreferee to their right, one position.
 2. Alternating of referees without moving across the court shall be made when a replacement enters from the side of the court next to the referee.
 3. Alternating a referee by moving to the next position to the right or by crossing the court line perpendicularly to the location of the present referee. The relieved referee will exit by crossing the court line directly behind them.
 4. Alternating referees in a group will be made upon completion of a team match.
 5. The retiring referees shall, after *rei* towards the main stand, turn around, hand the flags to the new group of referees by turning the flag handles to the new referee.
 6. The retiring referees shall leave the court together in a file.
- f. Return of Flags at the end of the Tournament: At the end of the matches, referees shall return their flags as follows:
1. After mutual bowing, referees roll the flags with the white flag inside, carrying them in the right hand. They shall then return to the original starting position, standing in a line.
 2. The Chief Referee will receive the flags from the sub referees, 1 and 2, in that order and return them to the Chief Judge or Court Judge.
 3. The Chief Referee will return to join the other two referees, *rei* to the main stand and leave the court in a file.
 4. The Court Judges will return the flags to the Chief Judge after all court matches have been completed for the day.

Chapter 3 - Referee Attire.

- g. Referees shall wear the following: however, modifications are allowed in accordance with the rules of each particular tournament.
1. Jacket: Blue or black, plain. The Chief Judge may decide whether the jacket should be worn or not according to the weather and other conditions. Female referees are not required to have a jacket.
 2. Trouser: Gray, plain.
 3. Shirt: White
 4. Neck-Tie: Deep red (maroon), plain.
 5. Socks: White

Supplement 3: College/Universities submitting more than two (2) teams for undergraduate team competition

Chapter 1 – Wait-listing of additional teams

- a. Each college/university will be allowed a maximum of two teams without restriction.



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- b. Additional teams (C Team, D Team, etc) that are registered are automatically put on a wait-list.
- c. Additional teams from the Harvard-Radcliffe Kendo Club (HRKC) will automatically fill the 2nd, 4th, etc position on the wait-list.

Chapter 2 – Removal from the wait-list and notification of qualification to register at Shoryuhai

- d. When *Shoryuhai* pre-registration has closed, teams on the wait-list will be notified of acceptance or rejection to *Shoryuhai* not greater than 48 hours from pre-registration closing.
- e. Wait-listed teams admitted to the *Shoryuhai* must confirm within 48 hours of being notified of acceptance.
- f. Teams that fail to confirm registration will receive notice that their registration has been revoked and the next team on the wait list will be notified.

Chapter 3 – Rights reserved to the HRKC-EC

- g. The HRKC-EC reserves the right to not admit any team from the wait-list without reason.
- h. The HRKC-EC will attempt to admit as many teams from the wait-list as possible within the restrictions and size limitations for the *Shoryuhai*.

Chapter 4 – Unification of Wait-List

- i. There will be one master wait-list that will apply to both additional teams and mixed teams (see Supplement 4).

Supplement 4: Rules governing mixed teams

Chapter 1 – Definition of a mixed team

- a. A mixed team will be defined as any team that consists of members from two or more universities.

Chapter 2 – Advancement of mixed teams

- b. Mixed teams will NOT be allowed to advance to the quarterfinal round and may only play preliminary matches.

Chapter 3 – Wait-listing of mixed teams

- c. Mixed teams will AUTOMATICALLY be wait-listed upon pre-registration.
- d. Mixed teams must provide a singular person of contact that will receive notification of the team's acceptance or rejection at *Shoryuhai*.



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Chapter 6 – Unification of Wait-List

- j. There will be one master wait-list that will apply to both additional teams and mixed teams (see Supplement 3).